PlayStation™

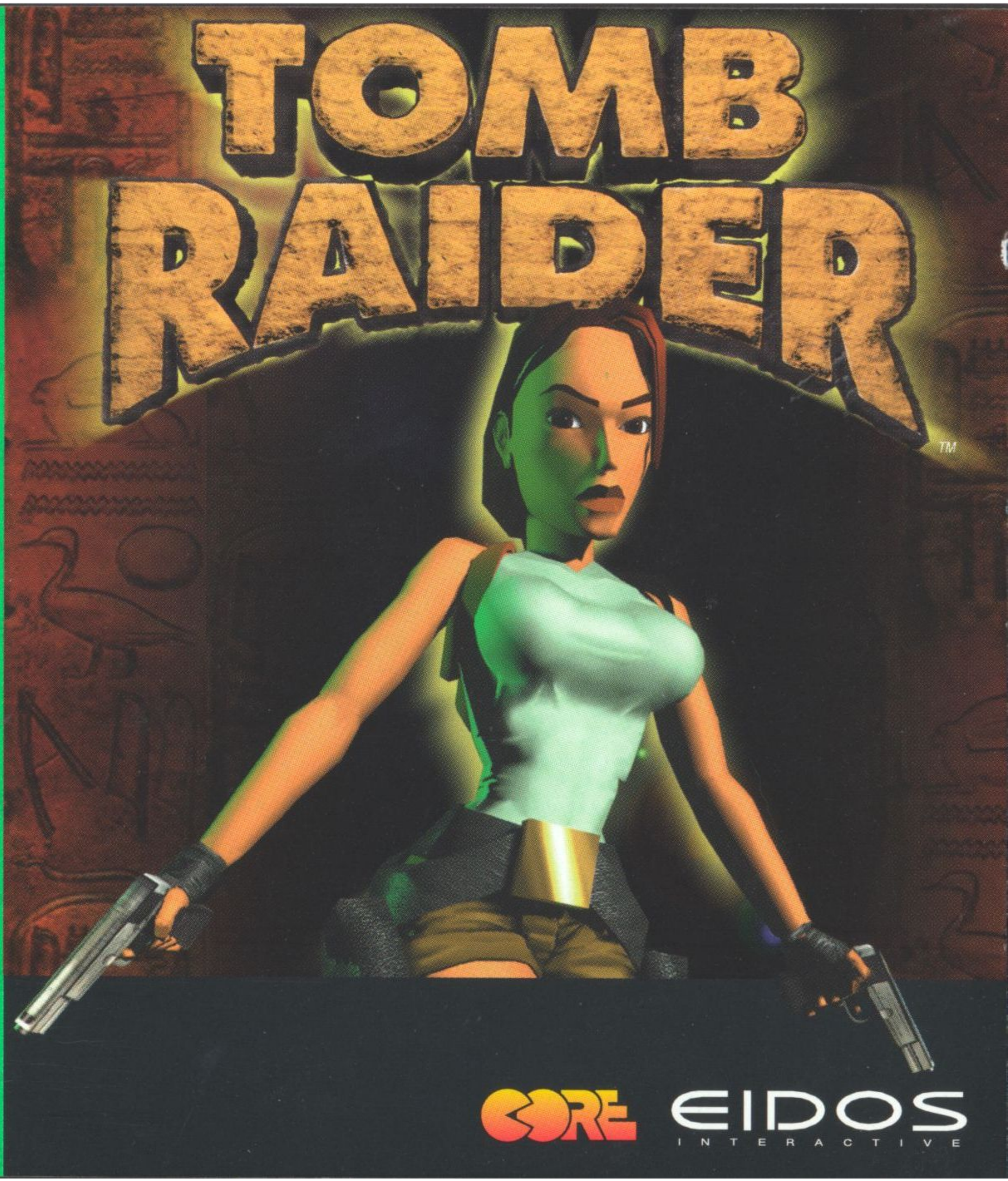
NTSC | U/C

PlayStation™

TEEN
T™
AGES 13+
CONTENT RATED BY
ESRB

SLUS-00152

TOMB RAIDER™



CORE

EIDOS INTERACTIVE

WARNING
READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

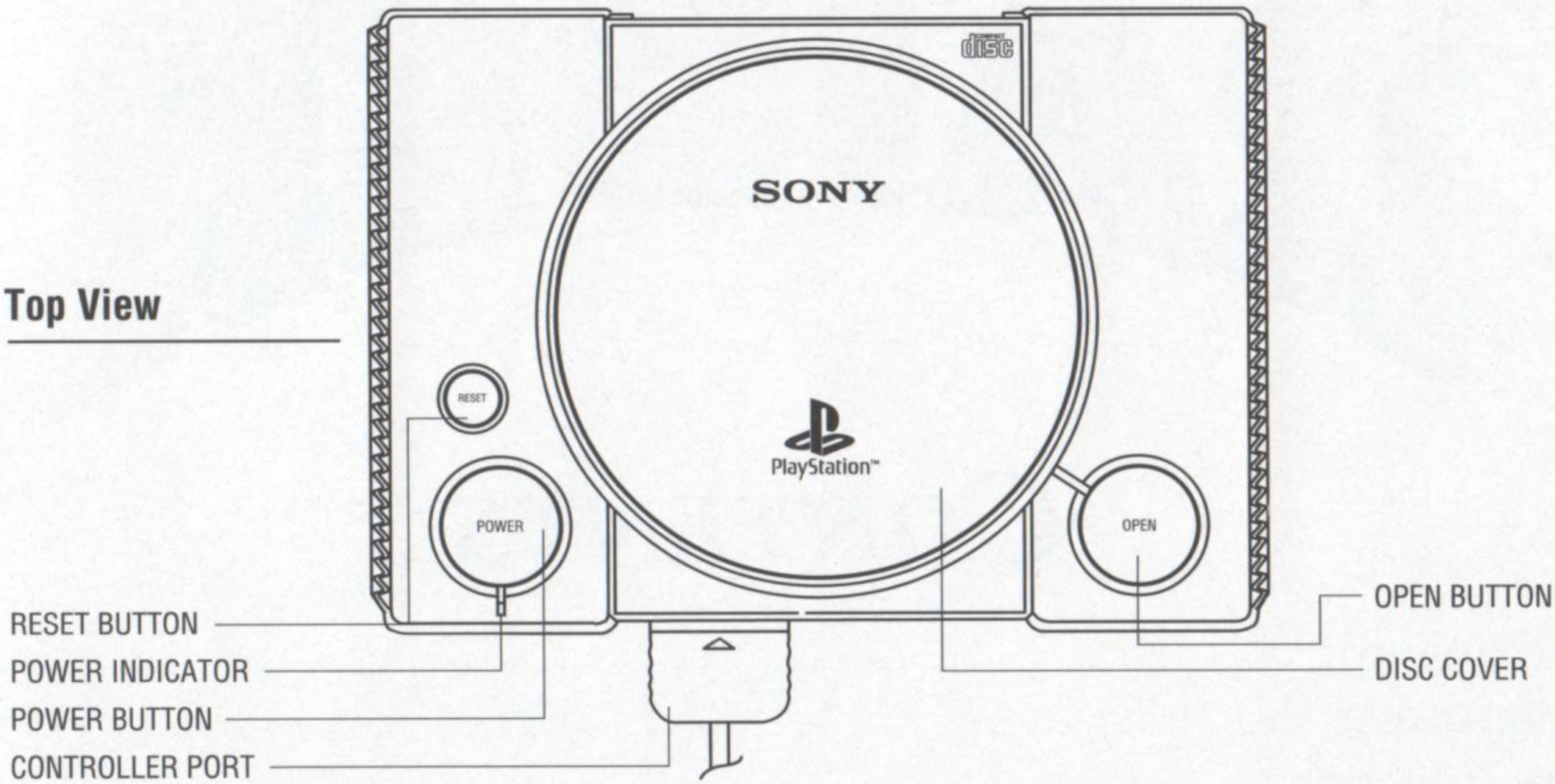
TOMB RAIDER

CONTENTS

Setting up 2
Controls 3
Introduction 5
Menu Ring Controls 6
Starting the Game 7
Quitting the Game 9
Actions 9
Swimming 12
Attacking 14
In Game Menu Rings 15
Eidos Interactive Hint Line 18
Credits 19

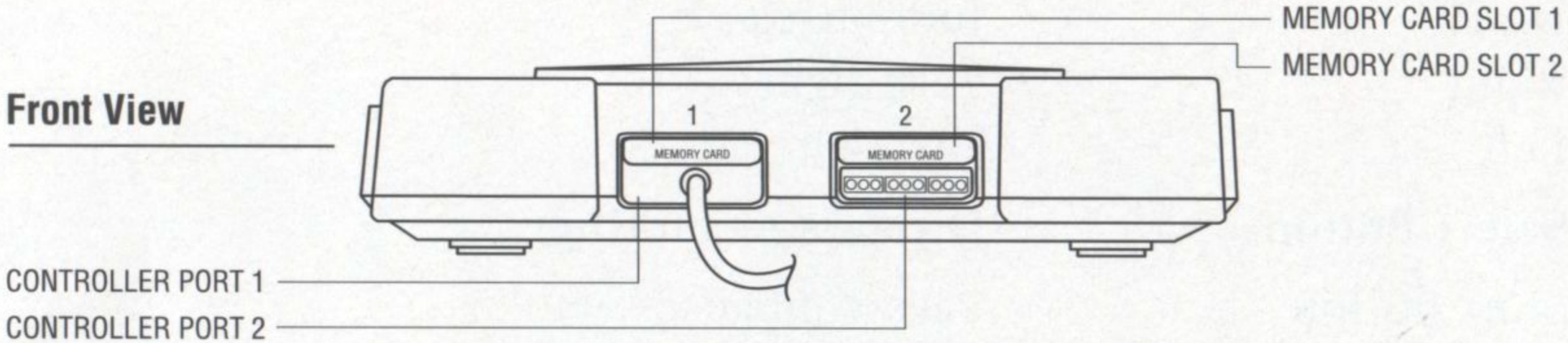
SETTING UP

Top View



1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.
2. Insert the Tomb Raider disc and close the disc cover.
3. Insert a game controller and turn the PlayStation™ game console on. Follow the on-screen instructions to start a game.

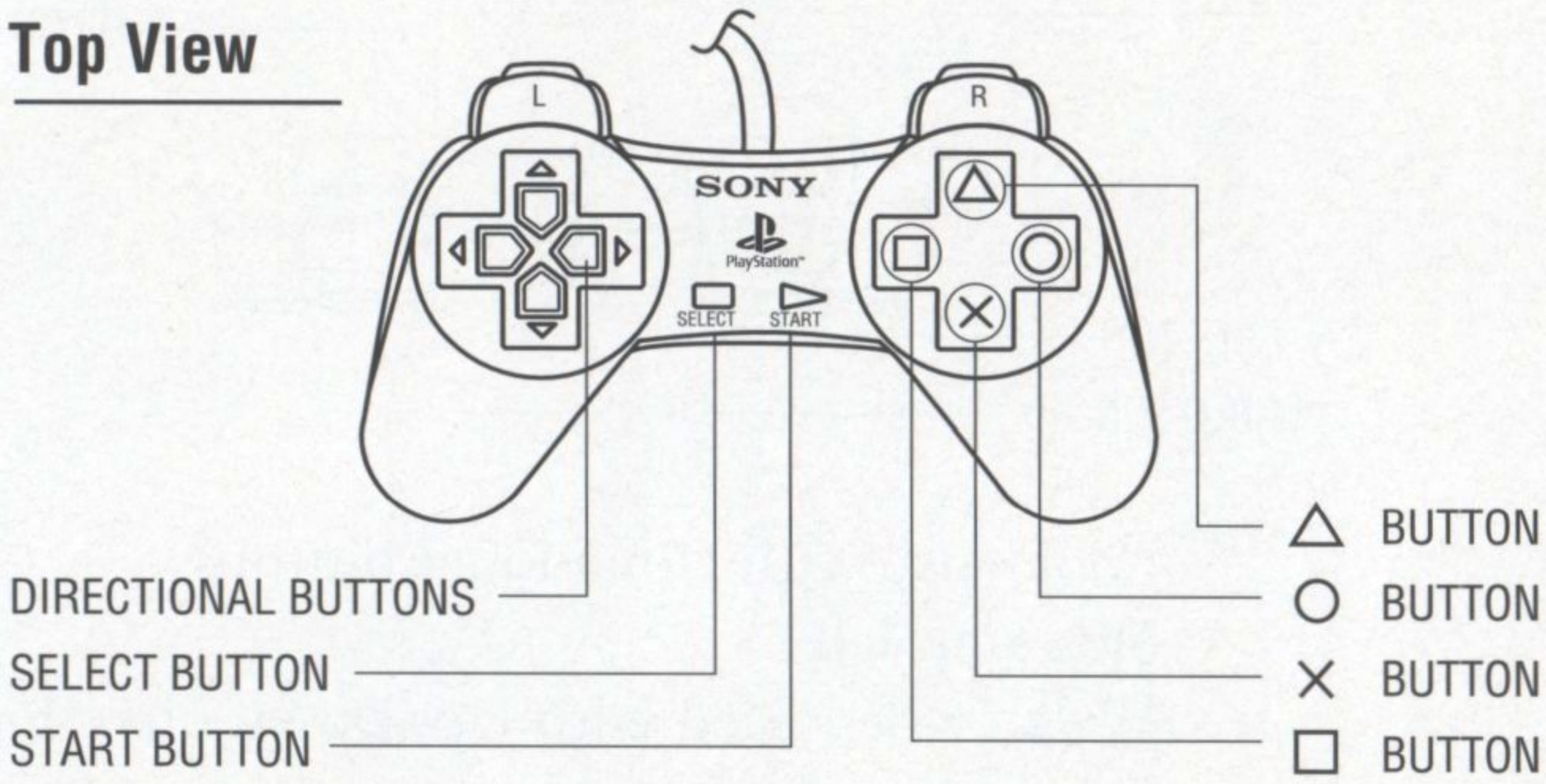
Front View



CONTROLS

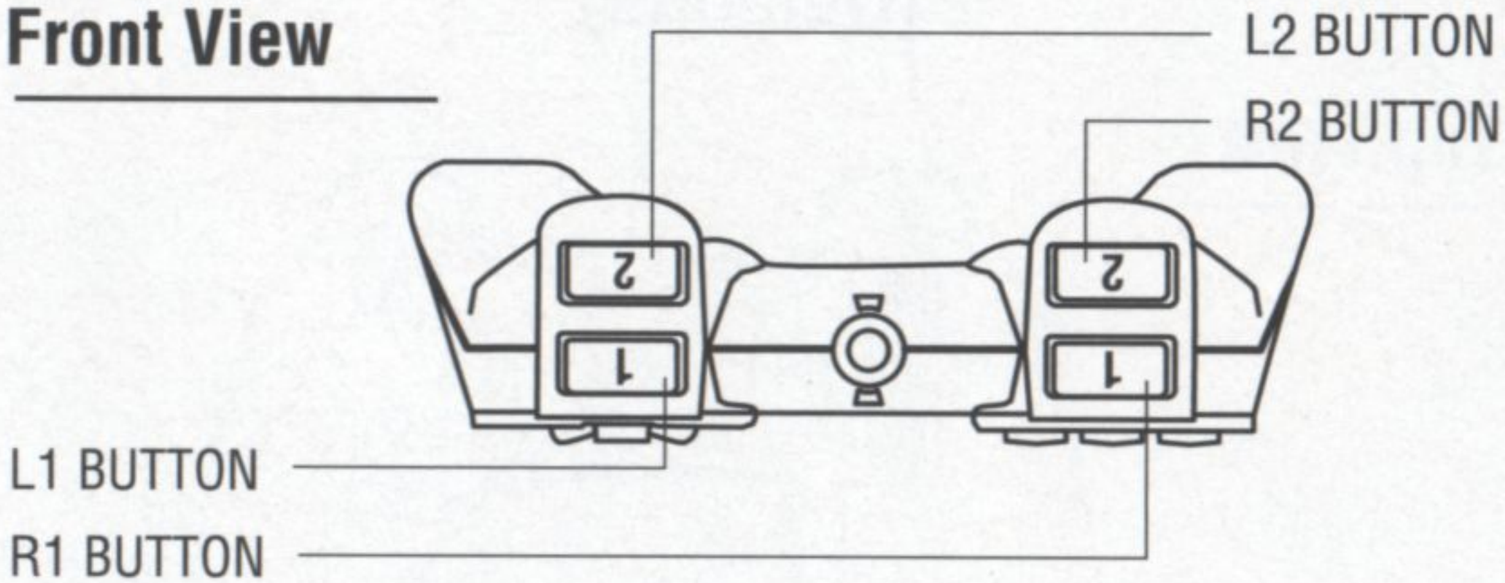
(Defaults)

Top View



Up	Run forward
Down	Jump back
Right	Turn right
Left	Turn left
Select Button	Displays menu rings
Start Button	Pause/unpause
▲	Draws/holsters weapon
×:	Action
❑:	Jump
○:	Forward roll

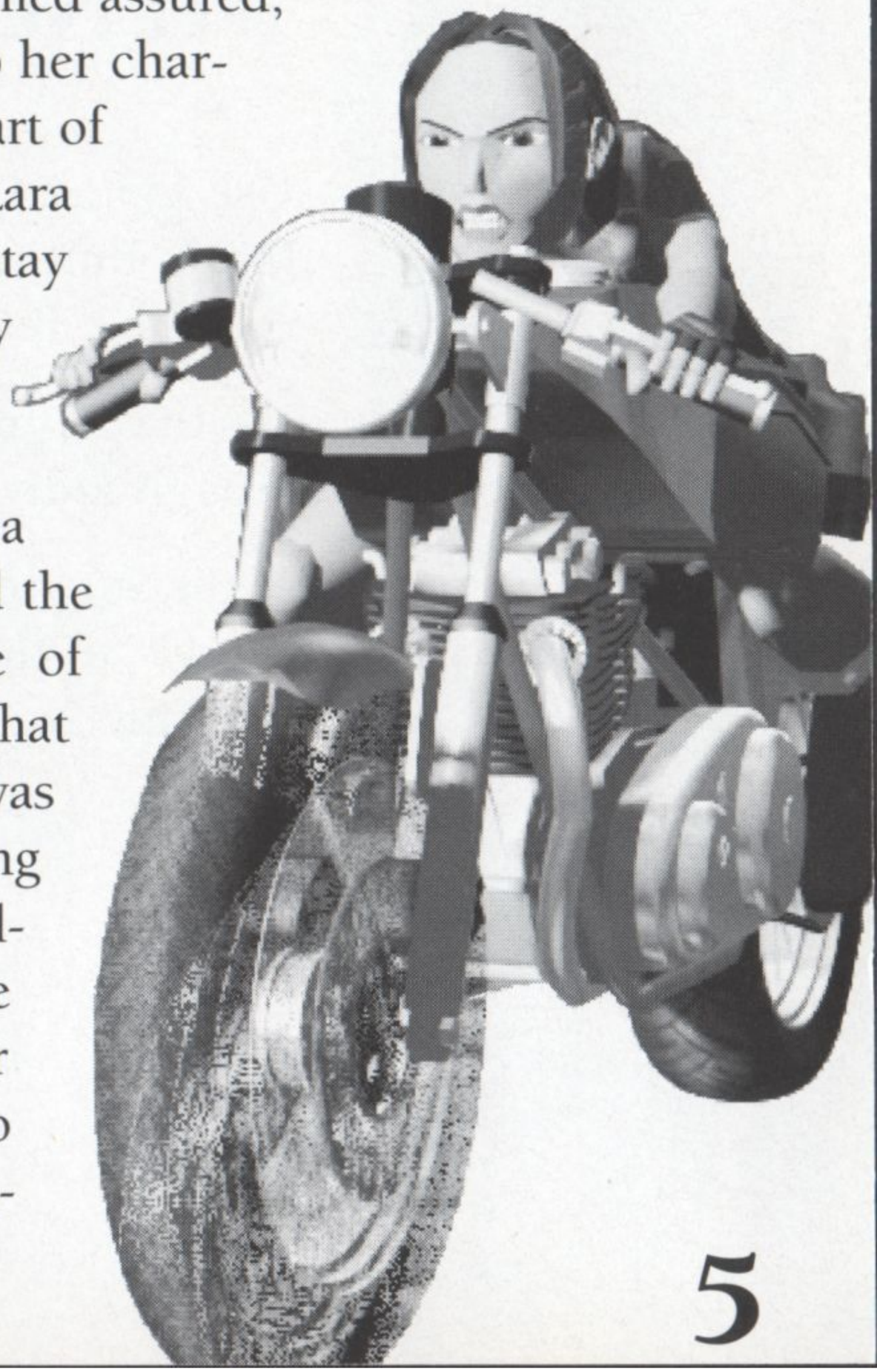
Front View

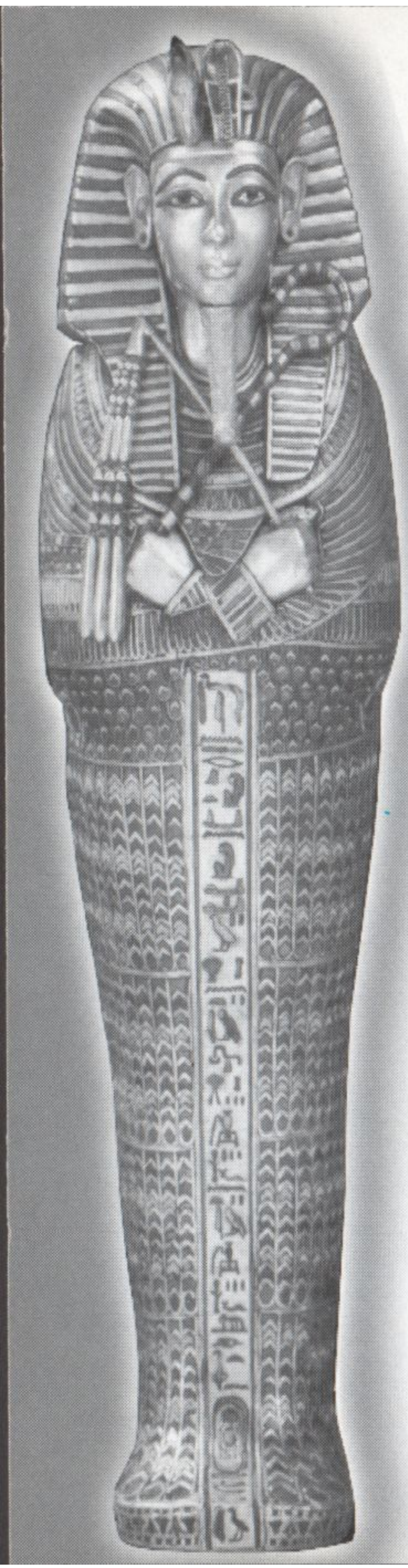


L1	Look (use with Directional buttons)
L2	Side step left
R1	Walk (when used with Up+Down direction button)
R2	Side step right

INTRODUCTION

Lara Croft, daughter of Lord Henshingly Croft, was raised to be an aristocrat from birth. After attending finishing school at the age of 21, Lara's marriage into wealth had seemed assured, but on her way home from a skiing trip her chartered plane had crashed deep in the heart of the Himalayas. The only survivor, Lara learned how to depend on her wits to stay alive in hostile conditions a world away from her sheltered upbringing. 2 weeks later when she walked into the village of Tokakeriby her experiences had had a profound effect on her. Unable to stand the claustrophobic suffocating atmosphere of upper-class British society, she realized that she was only truly alive when she was travelling alone. Over the 8 following years she acquired an intimate knowledge of ancient civilizations across the globe. Her family soon disowned their prodigal daughter, and she turned to writing to fund her trips. Famed for dis-





covering several ancient sites of profound archaeological interest she made a name for herself by publishing travel books and detailed journals of her exploits.

MENU RING CONTROLS

Use Up and Down on the Directional buttons and the X Button to select throughout all menus. The Start or X Buttons also quits the FMV sequences.

Use the Right and Left Directional buttons to toggle through individual category options.

Use the Square Button within the Menu screens to take you back to the previous screen until you arrive back at the Title Screen.

STARTING THE GAME

Following a short introductory FMV sequence you will be presented with:

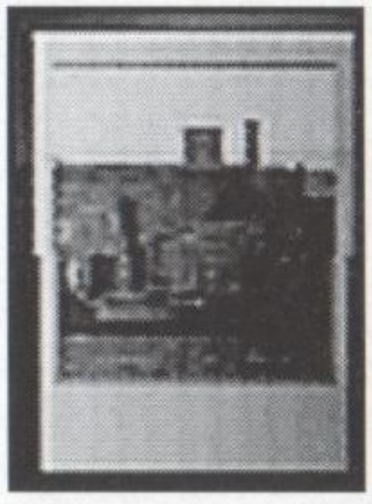
Passport - main game options.

The passport allows you to start a new game, load a previously saved game or exit to Title Screen (in game option only).

Press the X Button and the passport will flip open. Pressing right and left flips you through the pages of the passport. The first page allows you to choose and load a previous save game. The middle page will start a new game. The last page of the passport quits the game (in game option only).

NOTE: You will need a memory card in order to save a game.

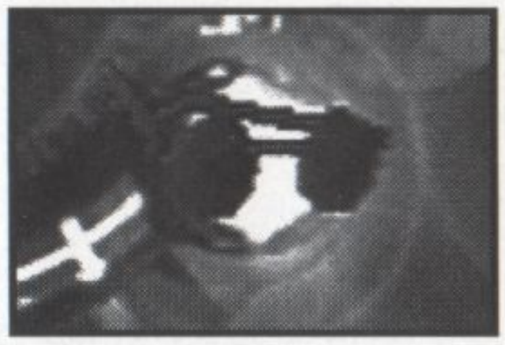
Snapshot - Lara's Home.



- Choose the Snapshot to access the interactive training level. Lara will explain how the game controls work.
- To exit the Gym press the Select button and use the exit option within the passport, or complete the training exercises.

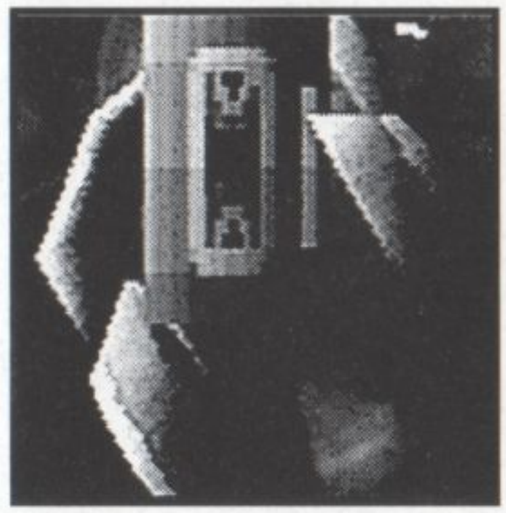
Screen Adjust

The Screen Adjust allows you to adjust the position of the screen using the directional buttons.



Personal Stereo - sound effects and music.

Press the X Button on the personal stereo, and you will be presented with two bars, the top bar sets sound effects volume, the lower bar sets music volume. Press up and down to toggle between sound and music Press left and right to adjust volume.



Game Pad - Control configuration. Use Right and left to scroll through the three pre-set control configurations, press X to select

Quitting the Game

While playing the game, you can return to the Title Screen by holding down the Select button and then pressing + holding the Start button.

Actions

Running

Pressing Up moves Lara forward at a running pace Pressing Down makes Lara jump back a short distance. Pressing Left or Right turns Lara Left or Right.

Walking

By pressing the walk button in conjunction with the up + down directional buttons, Lara can carefully walk forwards or backwards. While the walk button is held down, Lara will not fall off any edge. If you walk up to an edge Lara will automatically stop.

Side Steps

Side Step Left and Right buttons do exactly as you might imagine.

Forward Roll

Selecting Forward Roll will make Lara dive forward, and finish up facing the opposite direction.

Jumping

Lara can jump in any direction, to evade her enemies. Press the jump button and Lara will jump straight up into the air If you press a direction immediately after pressing jump, Lara will jump in that direction.

NOTE: By jumping straight up while holding the X button, Lara can "inch" her way forwards and grab those tricky ledges.

Grabbing hold

If Lara is near to a ledge while she is jumping, pressing and holding the X button will allow her to grab the ledge in front of her and hang there. Press Left or Right, and Lara will shimmy sideways. Pressing Up will make Lara climb up to the level above. Let go of X and Lara will drop.

Picking objects up

Lara can retrieve objects and store them in her inventory. Position Lara so that the object you want to retrieve is in front of her feet. Press the X button and she will pick it up.

Using switches

Position Lara so that the switch is in front of her. Press the X button and she will use it.

Using Puzzle Items/Keys

Position Lara so that the object receptor is in front of her Press the X button and the item ring will appear. Left and Right will allow you to select the object you want to try, and pressing X again will use it.

Pushing/Pulling Objects

Lara can push certain blocks around and use them to climb up to greater heights. Stand in front of the block and hold Down X, Lara will get into her ready stance. Once she is ready, press backwards to pull the block, and forwards to push it, if you decide you no longer wish to carry on with this task, simply release the X button.

Looking around

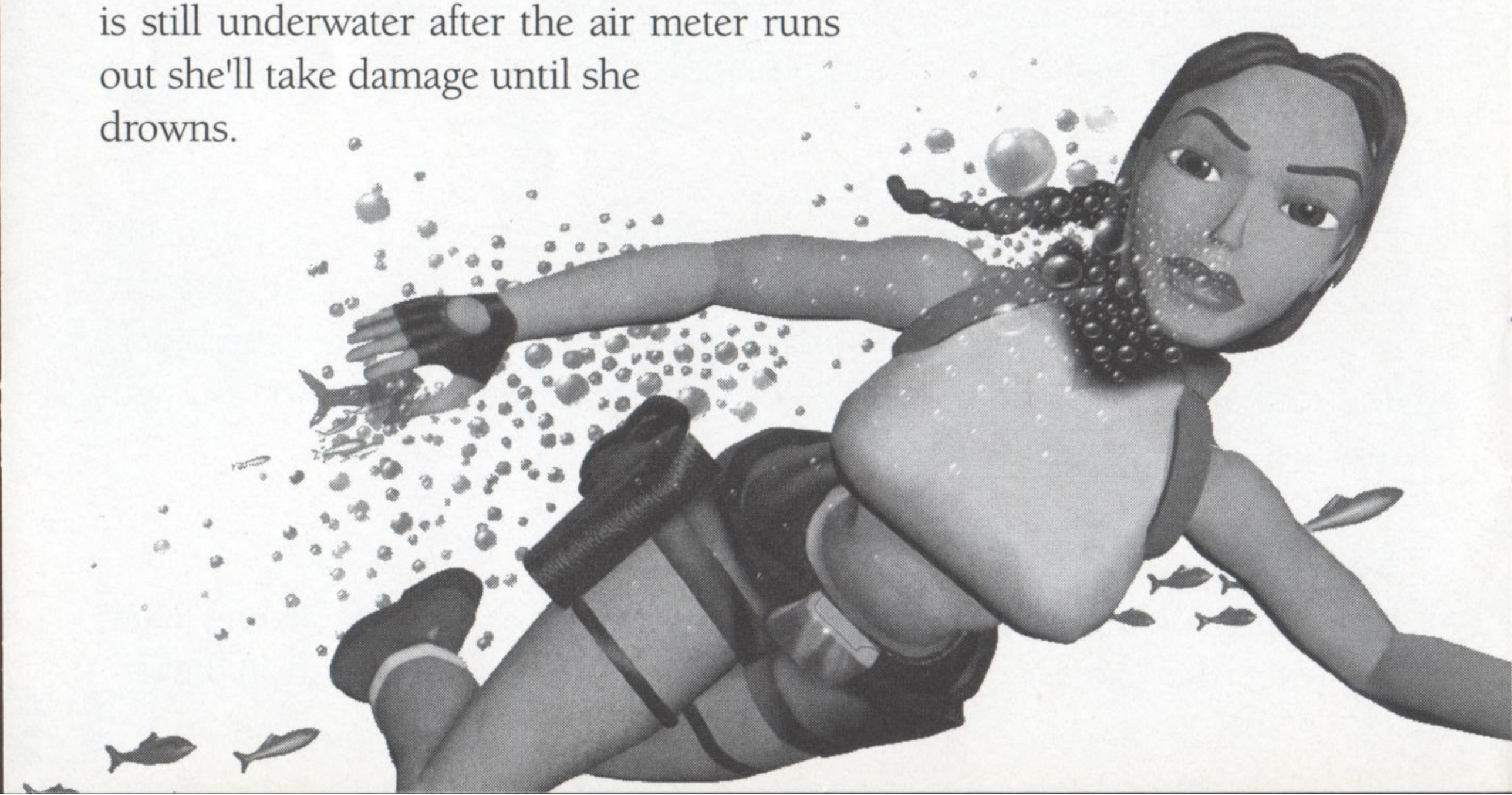
Pressing the look button will return the camera to directly behind Lara, whatever the camera is currently doing. With the look button held

down, the direction buttons allow Lara to look around her. Once you let go of the button, the view returns to normal. (tip- if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing just the look button on it's own will show you exactly what direction she is facing).

Swimming

Underwater

If Lara finds a pool of water, she can jump in, and have a jolly good swim around. Lara can hold her breath for about two minutes. If she is still underwater after the air meter runs out she'll take damage until she drowns.



Pressing up, down, left, or right makes Lara rotate in that direction. Pressing and holding Jump makes Lara swim.

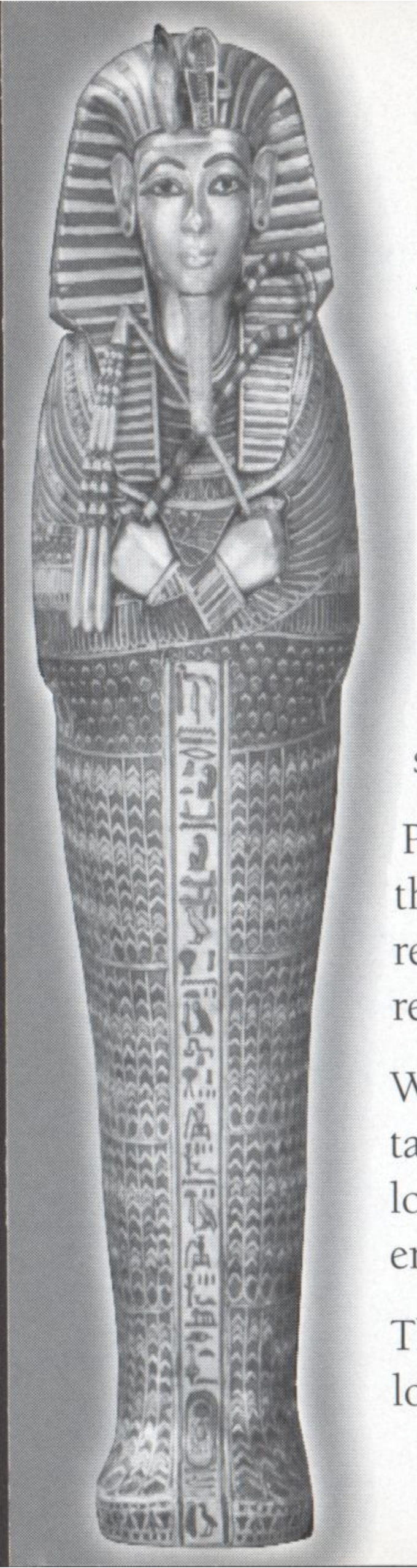
Lara can pull levers and pick up objects under water. Just position Lara as close as you can and press X.

Swimming on the surface

Left and Right will rotate her, up and down make her swim forward and backward. You can also use the side step actions to swim Left or Right when on the waters surface. Pressing jump will make Lara dive under the surface again, pressing X when Lara is close to an edge will make her climb out.

Diving

To dive, preferably into water, simply hold the Walk button while also holding the Jump button finally pressing the up directional button. This move has no real advantage over jumping into the water other than it looks great!



ATTACKING

Lara starts the game carrying two pistols. Later in the game she may find some extra weapons.

Shooting

Press draw and Lara will draw her guns. If Lara sees something she doesn't like the look of she will point her guns at it. If there are multiple enemies, Lara will lock on to different targets, choosing the best one as she sees fit.

Pressing X while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target indefinitely while the X button is held down, regardless of whether or not Lara loses her lock.

While the X button is held, Lara will only fire at the current target, ignoring any other enemy in the vicinity. If Lara loses sight of the enemy, she will break her lock, but that enemy will still be assigned as the current target.

The camera will track the current target, so even if Lara loses sight of it, you can still see where it is.

To make Lara continue shooting the current target after she has lost her lock, simply point her in the proper direction.

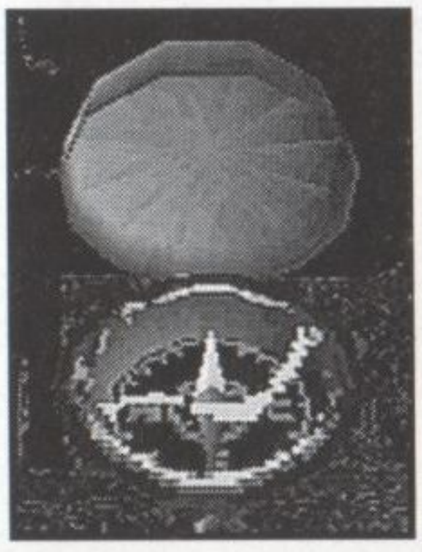
If you want to shoot a different enemy, simply let go of X, and Lara will pick a new target.

While you have your guns out, Lara can no longer do anything that would involve the use of her hands.

IN GAME MENU RINGS

While in-game pressing Select will display the Menu Rings Press Left and Right to rotate the menu ring. Press X to use or select the foremost item ready for use. Press Up or Down to swap between Inventory, Items and Options rings (see menu ring for details of the options available).

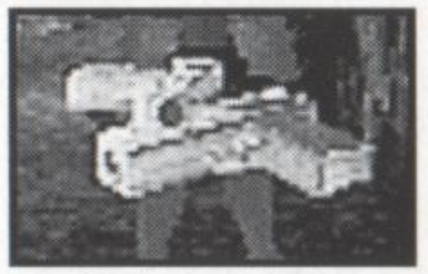
1. Inventory Ring



Compass
Select Compass to display the direction in which you're facing.

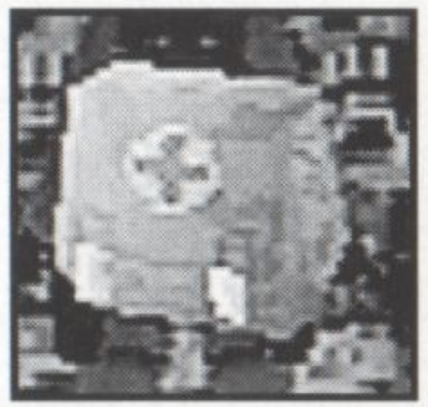
Weapons

The pistols are, by default, selected and ready to use. If you have found any extra weapons simply select them and press X. Ammo is displayed when weapon is in hand.



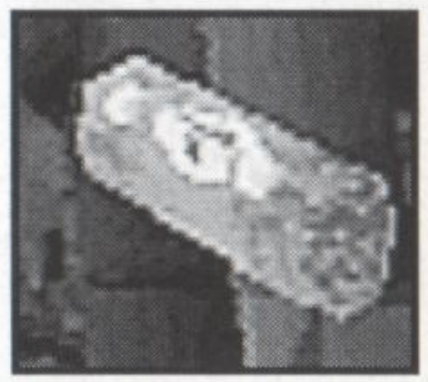
Large Medi Pack

Using a large medi pack will fully restore Lara's health.



Small Medi Pack

Using a small medi pack will restore 1/2 of Lara's health.



2. Items Ring

Lara will find some objects that may be useful in puzzles, and if collected this is where they are stored.

3. Options Ring - refer to "Starting the Game"

Passport

Here the options open to you are Restart level, Load game or Quit to Title Screen (in game option only).

Save Game

Collecting a Save Game Beacon, a revolving diamond, by picking it up will save your current game at that point. At the end of the level you will be prompted as to whether you wish to save your game here, if you choose to do so then your current mid-level save game will be overwritten. All successfully completed levels will be saved and available for loading.

Your full game configuration will be saved within the Save Game.

NOTE: You will need a memory card to save your game.

Load Game

To load a previously saved game proceed to the Menu Ring select the Passport and choose and select the game you wish to load. A more detailed description of the Passport functions is given under *Starting the Game - Passport*.

Statistics Screen

At the end of each level you are presented with a Statistics screen. Here you will be able to judge just how well you have performed.

At the successful completion of each level your health will be restored to 100%.

If you die in-game you will be presented with the Passport Screen. Here you will be given the opportunity to Load (a previously saved game), Restart Level or Exit to the Title Screen.

EIDOS INTERACTIVE HINT LINE

1-900-77-EIDOS

Cost of Call $0.95/minute/Must be 18 years or have Parent's Permission/Touch-Tone Phone Required

CREDITS

FOR CORE DESIGN, LTD

Programmers
Jason Gosling, Paul Douglas, Gavin Rummery

Graphic Artists
Toby Gard, Heather Gibson, Neal Boyd

Additional Programming
Derek Leigh-Gilchrist, Andrew Howe, Mansoor Nusrat

Additional Artwork
Lee Pullen, Peter Barnard, Stuart Atkinson, Dave Pate

Music
Nathan McCree

Sound Effects
Martin Iveson

Original Concept
Toby Gard

Executive Producer
Jeremy H. Smith

FOR EIDOS INTERACTIVE

Producer

Mike Schmit

QA

Frank Hom, Tom Marx, Matt Miller
Brian Schorr, James Poole, Phil Gelber
Phil Baker, Pres Gabrillo, M. R. Kelly
Mike McHale

Marketing Support

Paul Baldwin, Gary Keith, Sutton Trout
Lee Wilkinson, Kelly Zavislak

Special Thanks

Ann Cuadra, Charilette Grate, Bozz, Dominic Wheatley
Jo-Kathryn Unterkircher, Joe O'Donnell, John Kavanagh
Karl Hess, Mike McGarvey, Monique Collins
Paul Mainard, Sandy Jamison, Steve Goebel
Susan Boshkoff, Kim Gishler

Extra Special Thanks

Adrian & Jeremy Smith, Troy Horton, Mark Price
Ken Lockley, Andrew Thompson, Alex Joseph, and
everyone else at Core Design for putting up with my
daily barrage of phone calls and faxes!

EIDOS INTERACTIVE LIMITED WARRANTY

EIDOS Interactive warrants to the original purchaser that this EIDOS Interactive disk is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EIDOS Interactive disk is sold "as is" without expressed or implied warranty of any kind, and EIDOS Interactive is not liable for any losses or damages of any kind resulting from use of this program. EIDOS Interactive agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EIDOS Interactive disk, postage paid, with proof of date of purchase, at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the EIDOS Interactive disk has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate EIDOS Interactive. Any implied warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will EIDOS Interactive be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this disk.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Our HELP Line number is (415) 217-4111. Customer service is available Monday through Friday 9:00AM to 5:00PM Pacific Time.

LOOK FOR THESE GREAT PRODUCTS FROM EIDOS INTERACTIVE

TOMB RAIDER II™

STARRING LARA CROFT

IAN LIVINGSTONE'S DEATHTRAP Dungeon™

TEEN T AGES 13+ CONTENT RATED BY ESRB

MATURE M AGES 17+

Eidos Interactive
651 Brannan St., San Francisco, CA 94107
www.eidosinteractive.com

DEATHTRAP DUNGEON, TOMB RAIDER, Lara Croft and her likeness and EIDOS Interactive are trademarks of EIDOS, PLC. © 1998 EIDOS.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation™

EIDOS INTERACTIVE